PURSUIT OF THE GRAF SPEE™

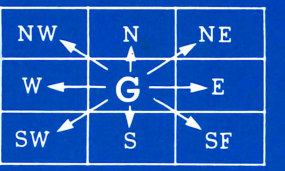
ORDERS SUMMARY CHART

General Commands

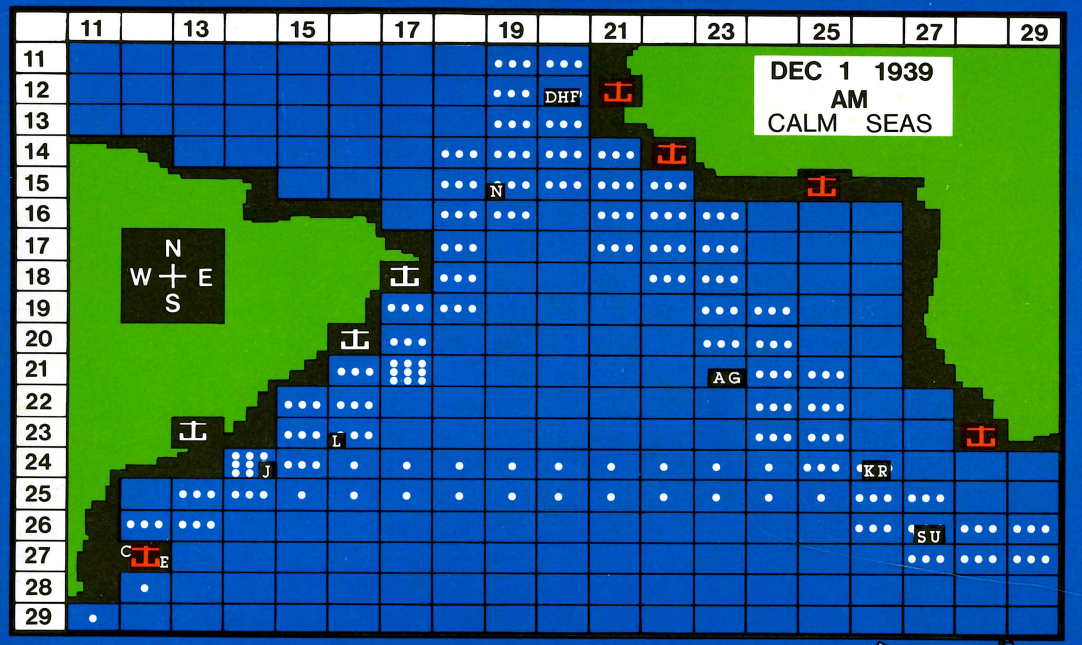
O — Order Ships
S — Order a Single Ship
C — Check Ship Status
P (British Only) — All Ships Enter Patrol Mode
L # # # # (British Only) — List All Ships In Square # # # #
F — Finished (End Order Entry Phase)
E — End Game

Movement Commands

N — Move One Square North
NE — Move One Square Northeast
E — Move One Square East
SE — Move One Square Southeast
S — Move One Square South
SW — Move One Square Southwest
W — Move One Square West
NW — Move One Square Northwest
P — Enter Patrol Mode (Do Not Move)
X — Return To General Command Menu

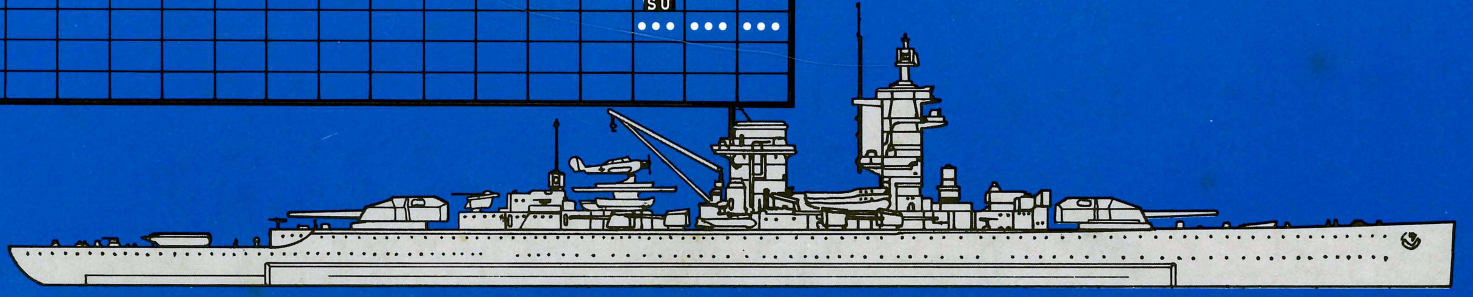


DECEMBER 1 SET-UP



KEY

Merchant Shipping Density	Low	Medium	High
Starting Squares For Ships (Dec. 1, 1939)	A,G ; K,U S,U etc.		
Ports	British	Neutral	
Turn No. & Weather	DEC 1 1939 AM CALM SEAS		



SHIP	SHIP ID CODE	START HEX DEC 1	START HEX DEC 13	START FUEL DEC 1	START FUEL DEC 13	MAX FUEL	MAX SPEED	A TURRET GUNS	A TURRET STR	B TURRET GUNS	B TURRET STR	X TURRET GUNS	X TURRET STR	Y TURRET GUNS	Y TURRET STR	MAIN GUN TYPE	STARB SEC	PORT SEC	SEC TYPE	HULL	SUPER-STRUCTURE	TORP	VP	ARMOR BELT	ARMOR DECK	ARMOR TURRET
GRAF SPEE	G	2123	2414	45	30	50	26	—	—	3	12	3	12	—	—	3	4	4	1	20	20	8	100	4″	3″	4″
ALTMARK	A	2123	—	45	—	50	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	20	—	—	—
ARK ROYAL	K	2426	1518	15	10	25	31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	200	—	—	—
HERMES	H	1220	1119	24	10	25	25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	120	—	—	—
RENOWN	R	2426	1518	15	10	25	29	2	12	2	12	2	12	—	—	4	—	—	—	28	16	0	100	9	4	11
ACHILLES	L	2216	2414	17	20	25	33	2	4	2	4	2	4	2	4	1	—	—	—	10	10	8	40	3	2	1
AJAX	J	2414	2414	21	20	25	33	2	4	2	4	2	4	2	4	1	—	—	—	10	10	8	40	3	2	1
CUMBERLAND	C	2712	2712	25	25	25	32	2	4	2	4	2	4	2	4	2	—	—	—	12	12	0	60	3	3	2
DUPLEIX	D	1220	1119	24	10	25	33	2	4	2	4	2	4	2	4	1	—	—	—	8	8	0	40	0	0	1
EXETER	E	2712	2414	25	20	25	32	2	4	2	4	2	4	—	—	2	—	—	—	11	11	6	50	3	2	2
FOCH	F	1220	1119	24	10	25	33	2	4	2	4	2	4	2	4	1	—	—	—	8	8	0	40	0	0	1
NEPTUNE	N	1519	1419	18	10	25	33	2	4	2	4	2	4	2	4	1	—	—	—	10	10	8	40	3	2	1
SHROPSHIRE	S	2627	2626	20	10	25	32	2	4	2	4	2	4	2	4	2	—	—	—	12	12	8	60	4	3	2
SUSSEX	U	2627	2626	20	10	25	32	2	4	2	4	2	4	2	4	2	—	—	—	12	12	8	60	4	3	2

VISIBILITY

VL	SET-UP RANGE	MAXIMUM SIGHTING RANGE
1	240-280	280
2	160-200	200
3	80-120	120

ARMOR PENETRATION

ARMOR THICKNESS

GUN TYPE	11″	9″	4″	3″	2″	1″
4		ALWAYS		ALWAYS		
3	120	160		ALWAYS		
2	—	—	120	160	—	—
1	NEVER		60	80	100	160

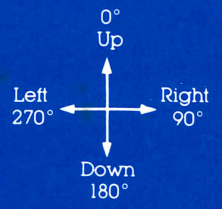
Cross index gun type with armor thickness to determine maximum penetration range.

GUN TYPE		RANGE
4 — 15″		280
3 — 11″		280
2 — 8″		280
1 — 6″	(British, French)	250
1 — 5.9″	(German)	180

Ship Detail Line (Combat)

(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)
RENOWN	28	2	2	0	0	2	0	29	29	180

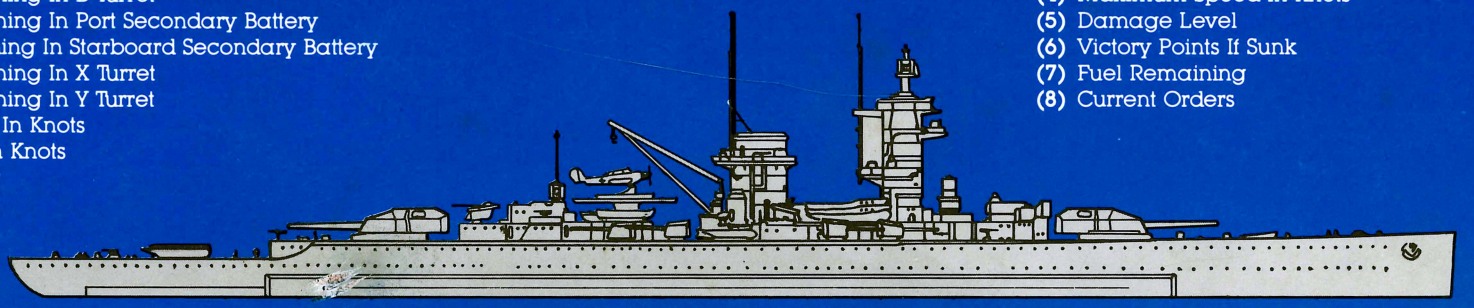
(1) Ship Name
(2) Hull Remaining
(3) # Of Guns Remaining In A Turret
(4) # Of Guns Remaining In B Turret
(5) # Of Guns Remaining In Port Secondary Battery
(6) # Of Guns Remaning In Starboard Secondary Battery
(7) # Of Guns Remaining In X Turret
(8) # Of Guns Remaining In Y Turret
(9) Maximum Speed In Knots
(10) Current Speed In Knots
(11) Current Heading



Ship Detail Line

(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
R	RENOWN	2426	29	000%	100	15	P

(1) Ship ID Code
(2) Ship Name
(3) Square Ship Is In At Beginning Of Turn
(4) Maximum Speed In Knots
(5) Damage Level
(6) Victory Points If Sunk
(7) Fuel Remaining
(8) Current Orders



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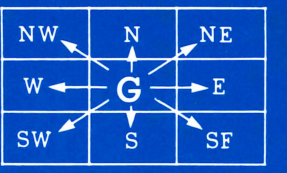
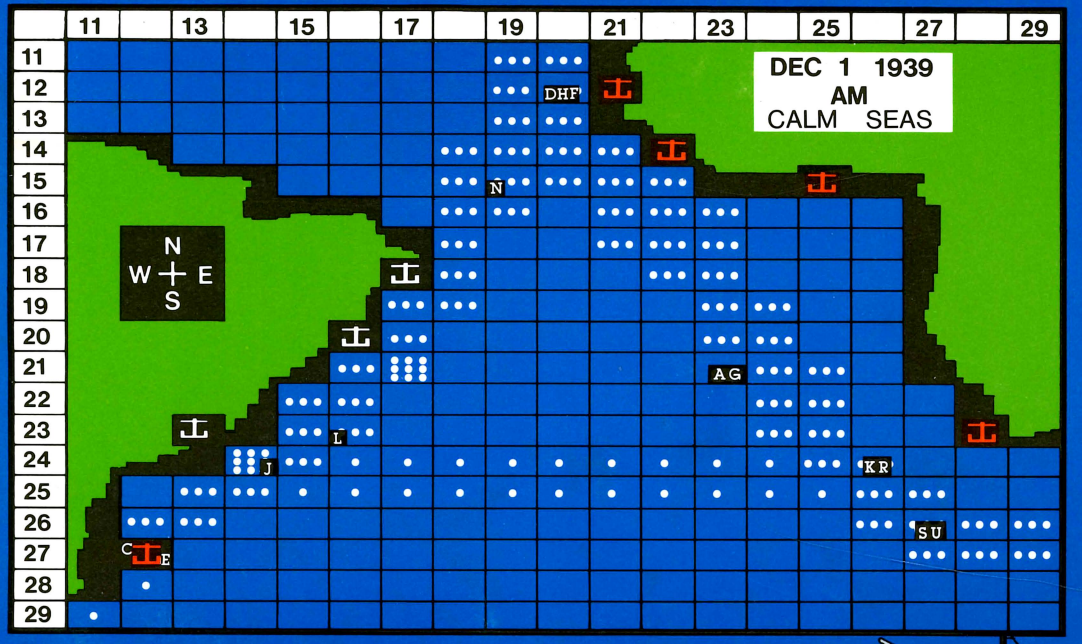


DECEMBER 1 SET-UP



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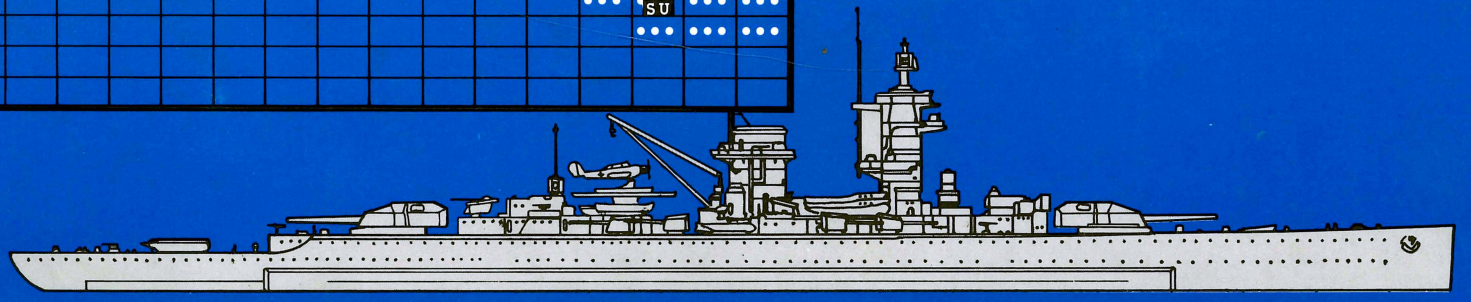

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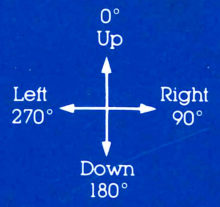

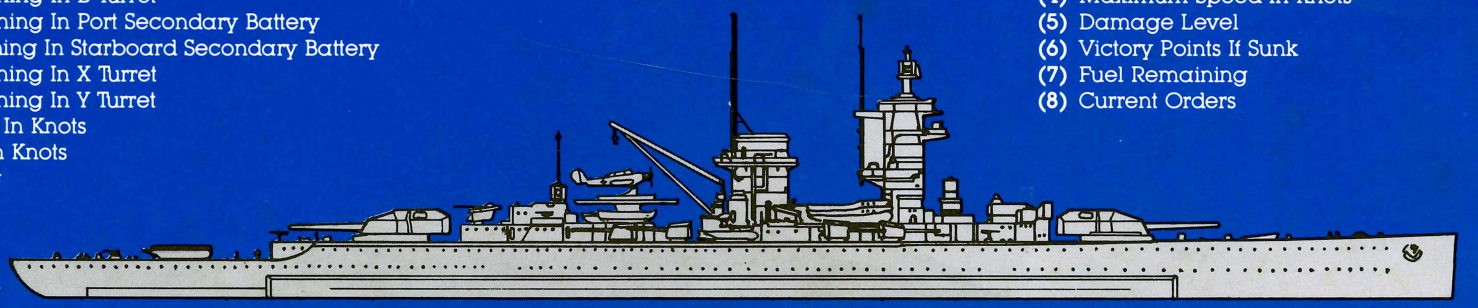

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